

PEOPLES OF THE TWIN CONTINENTS

PRIMARY PLAYABLE RACES

There are many humanoid races that live in Torluft and Tradjora, the races listed here are the most numerous and influential. Other races (such as changelings) also exist but are rare, and have little culture of their own. Most of the information here is specific to this world, and you can generally refer to official 5e sources for anything not mentioned here. If you want to play a race not listed in this section, it's not necessarily off the table, so please ask me about it!

HUMANS

I'm not gonna get too much into humans, you should all (hopefully) know what humans are like. Humans are found primarily in the Vesperian Empire, Duark, Thuvenia and throughout Northern Torluft, and small bands of humans exist in the Sunset Islands and the Witchwater. Humans also exist practically everywhere else as a minority race.

DRAGONBORN

First and foremost: Dragonborn have tails, thank you for coming to my Ted Talk

Dragonborn are a race that long ago diverged from true dragons. Some say that dragonborn are the descendants of dragons that were permanently trapped in a humanoid form. Some say that dragons and dragonborn were one race long ago, but diverged before recorded history. Some say that dragonborn are the descendants of a people blessed by dragons, and still others say that dragons created the dragonborn. Regardless of their origin their link to dragons is clear, from their scaled skin to their breath.

Most dragonborn hail from the island nation of Tatsubar, a land known for merchants and sailors, but their trade routes take them far and wide, and dragonborn can be found in almost every corner of the world.

Most dragonborn (about two thirds) have a mixture of traits, not clearly linked to one type of dragon. Of dragonborn that are closely tied to a single type of dragon, metallic dragonborn are the most common, making up about two thirds of distinguishable dragonborn. They are followed by chromatic dragonborn and then gem dragonborn, who are by far the rarest, making up less than one percent of the population.

DWARVES

The dwarves are known for their love of natural things, from trees to gems. Many dwarves appreciate order, and so express this love in the form of well tended orchards or carefully chiseled caverns. Some more chaotically minded dwarves leave the comforts of civilization for the wild forests and mountain slopes, and it's not terribly uncommon for a dwarf to become a druid or ranger.

LOWLAND (HILL) AND MOUNTAIN DWARVES

There isn't really much difference between the two subraces, and that difference is mostly cultural.

Most dwarves do not live in the mountain-cities, instead living in the south of Otfeniein or the east of Ellerfel. These dwarves are called lowland dwarves.

A small portion of the dwarven population lives in the Silverstalk mountain range, which stretches across northern Otfeniein, and curves up through western Ellerfel. Nearly all large dwarven cities are carved into these mountains, and nearly all dwarves in the area live in one of these cities. The population within cities is dense, but vast wildernesses separate them. The dwarves who live in these cities are called mountain dwarves.

ELVES

Elves are among the longest-lived humanoid races of the continents. This gives them a unique outlook on life, but other races often see them as slow to act. Both Forest elves and Sun elves have a tendency to be haughty towards outsiders, but this is much more pronounced in forest elves raised in cities and among the sun elf clergy.

Sex and gender are different for elves than for most humanoid races. While elves with distinct masculine and feminine features certainly exist, many elves have more androgynous appearances, and a number of elves' sex can shift on a day to day basis. It's also not unheard of for an elf's sex to shift only once or twice over the course of their lives.

Gender identity is significantly more freeform and varied among elves than among most other humanoid races. There is no word for man or woman in elvish, and when learning common elves adopt pronouns that they feel fit or simply like, but many elves don't fully understand the concept.

FOREST/FLOWÆAN (WOOD) ELVES

Most Forest elves reside in the Elven Nation of Flowæa in the east of Tradjora, though transplants aren't rare. Their appearance is similar to what is stated in the PHB, but their eyes can occasionally be blue, purple, or orange as well. These elves are mostly less reclusive and distrustful than their Torilian counterparts, interacting and trading freely with non elves, though there are rumored to be hidden elven clans inaccessible to outsiders, even other elves.

The elves of Flowæa delight in wild things, marveling in the natural beauty of shady glens and stunning sunsets. Their gardens reflect this, overflowing with life from every direction, and could almost be mistaken for natural growth if it weren't for the winding paths, delicately carved bridges, and other such additions.

SUN (HIGH) ELVES

Sun elves typically have warm chestnut skin and red-black hair. Their eyes are usually brown, gold or orange, and occasionally red. They worship Kinovae, a deity of the sun, and are uniquely monotheistic. They acknowledge the existence of other, inferior gods, but believe Kinovae to be supreme. Even still, all but the most fanatic of sun elves would still consider it rude to disparage another person's god to their face.

In worship of Kinovae sun elves usually wear and decorate with warm colors, but fly black banners into battle, meant to symbolically deprive their enemy of the sun's light.

The sun elves call their empire Norchar. Few sun elves travel very far beyond the Great Divide. Most outsiders have never seen a sun elf due to their remote location. There is a legend among people who have little interaction with sun elves that they can burn you with their gaze, which, given their propensity for wielding fire and light based magic, isn't too far from the truth.

HALF-ELVES

Half-elves are found in small numbers wherever either of their parents are and are especially common (relatively speaking) where elves and humans frequently mix. Some half-elves inherit the sexual fluidity or androgyny of their elven relatives, which often leads to a time of confusion for half-elves raised solely among humans. Like half-orcs, half-elves can struggle to be fully accepted, and often find more kinship with them than with humans or elves.

GNOMES

Like their larger cousins, the elves, gnomes originally hail from the feywild. Gnomes delight in the whimsical and vibrant things in life, making full use of their long lives.

FAERIE (FOREST) GNOMES

Faerie gnomes most closely resemble their ancestors from the feywild. Many faerie gnomes live away from other races, usually deep within primeval forests, or in other remote and natural locations, preferring the company of woodland creatures to the outside world. Those that dwell nearer to others mostly live in Flowæa, enjoying its similarity to their ancestral home.

CITY (ROCK) GNOMES

Some gnomes adapted to living in the cities and towns of other races. These became the city gnomes. They frequently take up toy making, painting, and other professions where they can freely express themselves.

HALFLINGS

Halflings are perhaps the most unchanged of all races (excepting humans, who never had lore in the first place). Halflings dwell in the lands of others, integrating or forming their own communities in roughly equal numbers, and can be found throughout the human and dwarven lands of Tradjora, as well as in Flowæa, Tatubar, and Northern Torluft in smaller numbers.

STOUT AND LIGHTFOOT HALFLINGS

Halflings living in human lands in the west of Tradjora are of the more common Lightfoot variety. Halflings in the south of Tradjora are stockier, and it is often said that they have some dwarf blood (not unlikely, considering that they live in dwarven lands)

HALF-ORCS

Half-orcs have some of the best traits of both their parent races, but are often shunned by both. Humans stereotype orcs as brutish, orcs stereotype humans as weak, causing half orcs to have a hard time proving themselves in either community. Because of starting life at a social disadvantage, half-orcs are nearly always hard working and resourceful by the time they reach adulthood. Some strive to overcome the prejudices they face, while others turn their backs on the communities that rejected them, determined to make their own way in the world. Half-orcs that are able to overcome the prejudice they face often rise high in their communities, able to take full advantage of their gifts, as do half-orcs lucky enough to grow up in an accepting community. For the same reasons half-orcs face prejudice, they are also rare; humans and orcs don't often come together on friendly terms.

LEONIN

Leonin are a nomadic people native to the plains of Torluft. Their culture of most leonin tribes values martial might above all else, emphasizing bravery and honor.

While more prominent in some tribes than others, leonin often look down on anyone that doesn't fit their values. Tabaxi in particular are often seen as cowardly and weak, and thus deserving of enslavement.

FIRBOLG

Firbolg inhabit the remote parts of Tradjora, living in harmony with nature. They don't often come into contact with the other races, at least not as far as most people are aware. In reality, they often trade with outsiders, though because of their inherent magic, those they trade with are almost always left with the impression that they just met with a member of the area's dominant race. Firbolg are peaceful by nature, many refusing even to hunt, but don't hesitate to defend their forests. Even then, they use direct confrontation only as a last result, preferring to make a deal or scare off intruders.

GOBLINS

Having little care for manners or frivolous customs Goblins tend to see other races as picky and uptight. Goblins, in return, are usually seen as crude and unpleasant. Most goblins would see no issues with eating rats or living in a small room with others. Goblins tend to see things such as privacy as pointless and wasteful, and most don't put a great amount of care into their appearance. Goblins tend to dislike the cold, though they can deal with it if forced to.

There are two kinds of goblins in this world. The goblins of southern Tradjora are the ones that are playable in this campaign, and can be found inhabiting caves and ruined structures or in the disreputable parts of most cities. These are the goblins that are much more likely to interact with other races, and are even sometimes found in Torluft, although they are almost never seen in northern Tradjora due to the climate.

The goblins of the upper Great Divide have often been compared to dwarves (much to the dwarves' chagrin, and the goblins' indifference) due to their cities carved into mountains. Their cities are places of great industry, warmed by giant furnaces, but they are also crowded and usually choked with smog. These goblins have developed a resistance to both heat and poison, the latter being another notable similarity to dwarves.

KENKU

Kenku have no true homeland, sticking to out of the way parts of other race's cities. Small in number it's not unusual for a Kenku to never meet a member of their species who isn't in their family until adulthood. Most people care little about the strange birdfolk, thinking them odd but harmless. Kenku in this setting are capable of creativity.

KOBOLDS

Kobolds are the smallest and weakest of the races, and they know it. They're usually found in the north of Tradjora, where they don't have to compete with goblins for dwelling places. Unlike goblins, however, they are rarely found among other folk, and generally try to avoid attention. Given their relative frailty and the dangerous nature of the world, a kobold's life expectancy is drastically shorter than their potential life span. Kobold's apprehension of other races is somewhat warranted, as they typically aren't treated well by their human neighbors. While the number of dragons in the known world has diminished over the past few decades, kobolds often seek out those few that still remain in the north, as they feel a great awe towards them, as well as a strange kinship.

TABAXI

Tabashi inhabit villages in the wooded areas of northern Torluft, though they are found in other cities throughout that side of the continent. Leonin often take tabaxi as slaves, and the tabaxi become unwilling participants in their great migrations. Those tabaxi that escape, as well as their descendants make up a large portion of tabaxi living outside their native lands.

Many people near Leonin lands ignore the plight of the tabaxi, preferring to focus on matters that more directly affect them. Some kind souls either help tabaxi escape when they can, or even dedicate their lives to seeing them freed. Non-leonin have been known to purchase tabaxi slaves, though this usually seen as unsavory by their peers. Slavery is explicitly illegal in Tatsubar, Ellerfel, Otfenein, and Flowaea, and small communities of escaped tabaxi are sometimes found in these countries, especially Flowaea.

(Not all leonin tribes take tabaxi slaves, but those that don't are in the minority).

TORTLES

Tortles are among the longest lived creatures on the continents. They are greatest in number in the eastern wetlands and isles of Torluft, but are found in many places, owing to their tendency to settle far from where they were born. They take long trips in their youth (A tortle's you can last a few hundred years), and often refer to these trips simply as 'exploring life'. Tortles are typically solitary creatures, preferring to live by themselves in remote places, but they are delighted by visitors, and quick to call those they meet friends. Tortles don't typically bond for life, a pair that gets on well might stay together just long enough to see a child off into the world, before returning to their own, separate adventures. In this way, most tortles have a large number of half-siblings, and some take to seeking them out, adding a new friend to their life's journey then parting ways, richer for the experience.

Some turtles however find purpose with others, either with a close knit group or with a true life partner. While somewhat rare, these turtles are not looked down upon by others of their kind. Turtles are very open minded in general, believing that everyone must find their own way and purpose in life, and generally not passing judgment on what others find that to be, unless it involves preventing others from following their own story.

LOXODON

Loxodon dwell in villages along the north coast of Torluft and in smaller numbers in the Sunset Islands. They are peaceful and welcoming, often accepting rejects, refugees, and wanderers into their villages. They have no tolerance for crime, however, and those who break the rules of the village are expelled. While criminals usually join another nearby village, loxodon groups are very tight knit, and leaving all those you know behind to start anew is seen as a terrible fate, one reason they are so welcoming to those who come to them. This is not to say loxodon never leave willingly, for they know they will always be welcomed back with laughs, open arms, and cheer.

GOLIATH

The goliath of the north are an enigma to most, their lands too inhospitable and remote to allow frequent contact. Goliath places a great value on community, working in harmony with their clan, and sharing all that they have. Some say that this is necessary to survive in the harsh climate, while others say that it is simply a better way of life. Goliath also tend to be ployamorous, sharing partners as they do everything else.

While rare, a goliath that decides to leave their home for whatever reason is usually supported by their clan, who help them prepare for the long trip before a tearful goodbye. And such a traveler knows that their family eagerly awaits the day when they return home, full of tails of adventure.

Goliath clans are typically led by the oldest among them; those who have survived to old age are greatly respected as death is around every corner their whole lives. Those that reach an age where their bodies begin to fail may finally retire, joining the other elders as the spiritual center of the clan.

AARACOCKRA

Aaracockra are a colorful parrot-like race that live among the treetops and seaside cliffs of the Greatwood, their wings allowing them to navigate the dizzying heights with ease. Aaracockra feathers are highly sought after for their large size and brilliant colors, and a few enterprising merchants make the difficult voyage through the Greatwood seeking to trade for cast off feathers.

Each aaracockra clan, often referred to as a flock, has a traditional group song that tells the clan's stories. A clan's song is ever changing; parts are added, and parts are forgotten, and old parts are changed. No two Aaracockra sing their clan's song exactly the same, but the song is always recognizable, especially to other members of their clan. Beyond clan songs, Aaracockra are very musically oriented, and often express themselves in song. Though Aaracockra also have a complex language that is more recognizable to other races, while flying, they prefer to communicate with each other by chirping, and these calls make their way into many of their songs.

TOUCHED

Touches are not really a race, but rather a category that applies to individuals whose blood is a little more than mortal, by lineage, blessing, or for some other reason. They can be from any race, though the stats given by the books are for humans. (Talk to me about other options).

GOD-TOUCHED (AASIMAR)

An aasimar carries the touch of a deity, whether blessed directly or not. Such a blessing is often carried throughout a bloodline, and does not always present equally. Only one of an aasimar's children might inherit the blessing, and an aasimar could be born to a family who's nearest blessed ancestor is generations back (though this is not particularly common). An aasimar's blood gleams with the gold of divinity, and though many aasimar could pass for ordinary at first glance, they invariably have features that reveal their true nature. (Example features include eyes that glow faintly or are an unusual color, hair that is always floating softly, or an aura of warmth).

GENASI

Genasi are those that carry the power of one of the elements. Pure elemental genasi such as water or fire are by far the most common, but there also exist paragenasi (such as ash and dust), and possibly even others. The power within a genasi is almost always apparent in their form; a water genasi would likely have blue or green skin and hair, and might be constantly damp to the touch or have antlers.

TIEFLINGS

Tieflings are those whose blood carries powers of the lower planes. Most tieflings are simply the child of a tiefling parent, but a tiefling could also result from a deal with a powerful devil (possibly as a side effect), or from powerful magic. The appearance of tieflings vary widely, though it is usually somewhat consistent within a family, and a tiefling is almost always recognizable as otherworldly, unless they take great pains to disguise themselves.

OTHER SIGNIFICANT RACES

These are the races known to the people of this world, that for one reason or another, I do not believe would work for this campaign. The exception is the gwyven, who I simply do not yet have stats for. If you are incredibly interested in playing one, I am open to discussion.

ORCS

The orcish way is to believe in strength, magical or physical, above all else. Unlike in many worlds, orcs have no natural tendency towards brutishness or violence, though their formidable natural strength and the fact that most orc bands are nomadic raiders nonetheless causes them to have that reputation.

Many have been quick to label orc society as lawless, but they couldn't be farther from the truth. While often difficult to understand from an outside perspective, orcs have a complex set of rules and codes of honor that govern nearly any situation. A good number of these are dedicated to determining what constitutes a fair fight, a matter of great importance in deciding ownership or settling disputes.

Orc bands rove where they please throughout all of northern Torluft, taking what they desire and laying waste to the rest.

LIZARDFOLK

Lizardfolk inhabit the whispering mire, the valleys of the howling peaks, and the wetlands immediately south of the great divide, and the Witchwater. They are generally hostile to other races, and often to each other as well, though willing to talk if they believe they stand to gain from doing so. Their tribes tend to be extremely utilitarian with little room for personal identity or expression.

GRUNG

Grung are native to the clouded tangle and the howling peaks. Not much is known about their society due to their tendency to eat first and ask questions later, but it is known that their groups are highly ordered, and it is said that a grung's status can be determined by its skin color.

GWYVEN

Gwyven are small moth people who dwell in the woods and plains just north of the great divide. Gwyven typically range from a little over two feet to around three feet tall. They don't tend to live deep in the forest, preferring areas where the trees are more spread out, and flight is easy. They have no gods, instead worshiping the spirits of celestial bodies, such as the moon, sun, and stars. A gwyven knows the name of each star before they can write, and gwyven are impeccable navigators for it.

They relish long flights in the moonlight, flying high above the grasses and treetops to dance in the sky. Music is also quite important to them, and songs around a fire at night, or while spinning through the sky with a friend or loved one are some of the happiest moments in a gwyven's life.

DROW

The drow are boogeymen to most, cruel slavers that rise from below at night to snatch you away. As such they are feared and shunned on the surface, and those that do not meet that description nonetheless choose to stay below ground.

SVIRFNEBLIN

The deep gnomes also live beneath the world, mining for rare minerals. They are friendlier than most things below ground, but still put the safety and welfare of their community above all else.

— REGIONS OF THE TWIN CONTINENTS —

REPUBLIC OF TATSUBAR

Tatsubar is a large subtropical island chain off the east coast of Flowæa. Tatsubar is home to the dragonborn, a proud people best known for sailing and to a lesser extent metalwork. Most oceanic trade flows through the ports of Tatsubar, and as a result it is possible to find nearly anything in the larger cities. Tatsubar is also known for rich culture, and its cuisine contains influences from as far as its ships sail.

Tatsubar consists of two large islands, Aong and Marrica, two middling islands, Gualona and Marashi, and many more smaller islands. The largest city in Tatsubar is Aong City, on the island of the same name. Though it is the ancestral home of the dragonborn, many people of other races join the crews of dragonborn ships, and eventually settle in Tatsubar, especially tabaxi and humans.

Tatsubar is run by a council containing the heads of the oldest and richest clans. The exact number of council members is not widely known, but is generally thought to be about three dozen. When a member retires from the council they name a replacement, who gains a lifelong seat in the council. A retiring member is free to choose anyone they wish as their replacement, which is almost always the member of their clan they think will do the best job. If a member of the council dies without naming a replacement, that seat is removed from the council. Most council members declare a successor to the council early on in case of a sudden death, but the chosen replacement is never informed until their predecessor retires. It is rare for the council to shrink, but it is not unheard of for a member to refuse to name an heir, not having found a satisfactory replacement. Almost equally rare is for the council to vote to add a new member, usually the head of a newer but powerful house.

AONG

The easternmost of the main islands of Tatsubar, Aong is also the most populous, thanks in no small part to Aong City, Tatsubar's most populous and the seat of the council. Aong has an abundance of red clay, and many of its buildings are built from it, lending a distinctive look to much of its architecture. The city of Aong is one of the most important in the continents, and is home to many of the foremost scholars and artists.

MARRICA

Marrica is the largest Island of Tatsubar, and is covered in dense forest. Many parts of the forest are ancient expanses of wilderness, but much is used by the dragonborn as timberland and to raise deer, among other things, and some has been cleared for farmland.

GUALONA

The third largest of the Tatsubaran islands contains a large saline lake, and is renowned for its ship-building. Most of Gualona's shipyards open into Lake Coatinia, as its waters are much calmer than the ocean's.

MARASHI

Marashi is the religious center of Tatsubar, and the location of countless temples. Other than honoring the gods, these temples play an important role in Dragonborn culture, maintaining many ancient traditions and organizing festivals across the republic. Travel to Marashi is common both to worship the gods, and for cultural events; though holidays and festivals are observed throughout the Tatsubar, Marashi plays host to the largest and most extravagant celebrations.

TRADJORA

Tradjora is the northernmost and more temperate of the two continents, and the more widely settled. Tradjora is utterly frigid in the North, dry in the interior, and wet in the South.

KINGDOM OF FLOWÆA

The elven kingdom of Flowæa lies in the southeast. Ruled from the city complex of Anna Shaeras, Flowæa is a land of elegance and sophistication. Flowæa is almost entirely covered with subtropical woodlands, with patches of rainforest. The royal line of Flowæa claims to have ruled for over four thousand years, with the crown passing to the eldest born royal child when the current monarch dies.

OTFENEIN

One of the two dwarven kingdoms of Tradjora. Northern Otfenein consists mostly of mountainous wilderness, studded with occasional cities. The southern half of the countryside is idealistic countryside and coastline, stuffed with quiet hamlets and modest towns. Many adventurers choose to retire to the south of Otfenein to enjoy a quiet life of good food and well tended fields. The cities are, however, what first comes to mind when most people think of Otfenein, cradles of civilization, well guarded against the wilderness of the mountains. The roads of Otfenein are among the west maintained on Tradjora, and in the south, some of the safest too.

Dwarven monarchs in both Ellerfell and Otfenein are elected for life, and the leader of Otfenein is aided by a high council. The leadership of local areas varies widely, from generational leadership to governing purely town meetings. Settlements in the south are almost all self governing, though some towns in the north are part of nearby cities.

ELLERFELL

Ellerfell is smaller than Otfenein. The southwest is mountainous, and much the same as northern Otfenein. Population is densest in the southeast, along the flowaen inlet. Hundreds of small villages dot the coastline, barely far enough apart to be separate. There are nearly as many halflings in eastern Ellerfell as there are dwarves, and as a result, half dwarves (half dwarf, half halfling, sometimes jokingly called quarterlings) are also a common sight. Between the inlet and the mountains is comparatively unsettled, with towns often more than a day's travel apart. Still, travelers often have an easier time here than elsewhere, as the towns are welcoming and the roads smooth.

VESPERIAN EMPIRE

The Vesperian Empire is the oldest known human civilization in Tradjora. Controlling much of the southeast of the continent, the Vesperian emperor rules from the capital city of Vesper on the south coast. Over the last centuries the emperor's power has weakened, curbed by constitution and the seat's control over its territories has slowly eroded. Now there are whispers of rebellion in the outerlands, and prudent leaders covertly prepare for war.

The lands of the Vesperian Empire are as varied as they are vast. The coasts of Vesperland itself are cliffs of pale stone, becoming lower and less rocky as they travel north. In the north, and west of the mountains the weather is often damp and gray. The center of the empire is ringed with mountains on almost all sides, and receives less rainfall, though the plains are cut by the trees that surround its countless rivers and streams. The islands off the coast of Thuvania are colder, blanketed in conifer forests, and sparsely habited. The eastern reaches of the empire are almost entirely steppe or mountainous.

KINGDOM OF DUARK

The smallest country in continental Tradjora, Duark is steppe bordered by mountains to its south and west, and the Goldgleam river to its north. The people of Duark are given to keeping livestock. Animal products such as wool and leather make up most of the countries, along with horses. Duarkan horses are much prized, and many a king's steed is from Duark or of a Duarkan breed.

What cities Duark does have are in the north, near its border with Thuvania. Though Duark has a king that its people technically owe fealty to, most ruling falls to local lords. The king of Duark has historically taken little interest in matters outside the capital city of Rathar

By the year 522, the start of the first campaign I wrote for this world, the Thuvanian calendar had become near universal in Tradjora. (Where the first campaign written for this setting takes place) The Elves, Dwarves, and what remains of the Vesperian Empire keep their own calendars still, but the Thuvanian or 'Northern' calendar is the one used for day to day procedures. Thus, I use Thuvanian dates for most things, including this document, even if that wouldn't make sense in-world. For this campaign you'll most likely be using the dragonborn calendar, the current year of which is 1354.

THUVANIA ('THE NORTH')

Twenty-seven years have passed since the warlord Hrodwyn Burkhardt conquered the northern lands of Tradjora and united them under his banner, dubbing his kingdom Thuvania. Time there is measured from that date, and their count of years has begun to spread to other human dominated countries. The elves and dwarves keep their own calendars, as officially does the Vesperian Empire, though the Thuvanian calendar continues to see increased use there, especially far from the capital. Duark originally followed the Vesperian calendar, but over the past few decades the Thuvanian calendar has become increasingly dominant.

Burkhart has proved to be a very popular and powerful leader, increasing the power of the North with each passing year. He has cultivated a strong sense of nationalism, and travelers in the north, especially those from far away with accents or appearances thought to be exotic, can expect to meet no shortage of prejudice. Such prejudice, however, is likely to come from a vocal minority, and most people have no issue with outsiders, though they still likely think their traditions superior.

Thuvania is cold, with mild summers and freezing winters. Much of the southwest is arid and rocky dominated, woody shrubs, grasses, and stands of fir trees, but beyond the mountains and near the coast the rainfall is heavier, and pines and occasional deciduous trees cover the landscape.

FAR NORTH

The Far North is the name given to the snow choked lands beyond human civilisations. A hostile place populated only by goliath tribes, the occasional struggling kobold clan, and monsters. Thuvania has slowly been pushing its borders, trying to tame the far north. They have succeeded so far, but have displaced a number of goliath tribes, and suffered many setbacks

TORLUFT

Across the Shining Sea from Tradjora lies Torluft, a land of open plains and dense, dark forests. Life in inland Torluft centers around its rivers and lakes, which provide both a source of water, and an avenue for trade.

WIDE PLAINS

The Wide Plains, swelteringly hot and grand in scale, subdivide Torluft's Northern half. Plant life grows sparsely across the plains, other than hardy and omnipresent yellow-brown grasses. Most of the peoples of the great plains live along the banks of the Corble, Silt, Deepvalley, and Sakai rivers, or shelter in the shadows of Mount Vanaki; with the exception of nomadic Leonin tribes, which roam the breadth of the Wide Plains rather than join the plethora of groups that share or fight over space on the riverbanks.

SZORA PLAIN

Cooler, smaller, and more humid than the Wide Plains, the Szora Plain is bordered by swamp, sea, and the Spirit jungle. The Corble River, flowing through Szora, is a popular path for ships bound for Squell Lake and beyond. The area has long been run by the Szora Conclave, a trade guild that operates most ports and markets within Szora and levies taxes from trading ships sailing up and down the Corble and Dang rivers, as well as from the ships that cross the Shining Sea from Tradjora. The Szora Plain is home to Ka'Imbo, the largest city in northern Torluft, which sits just on the edge of the Spirit Jungle.

SPRIT JUNGLE

Lush, dense, inhospitable, and sprawling, the Spirit Jungle blankets the Northwestern edge of Torluft. Other than insular and well-hidden Tabaxi tribes, most people avoid the Spirit Jungle. Its extremely dense foliage makes travel and navigation slow and difficult, and many dangerous predators lurk beneath its canopies.

SQUELL LAKE

Squell Lake is a huge freshwater lake and the mercantile heart of Northern Torluft. Ships sail from across the continents to the port towns of Squellake and Eyes-port (which sits at the mouth of the Corble river), and trade with the caravans and riverboats that reach to most of the interior of Northern Torluft.

GREATWOOD

The Greatwood is a large band of tropical forest that spans from Squell Lake to Torluft's east coast where it turns south and becomes known as the eastwood, following the north coast for the first half of that distance. The Long River flows through the entire length of the forest, and nearly every land settlement in the area is on its banks.

The areas of the Greatwood along the north coast are imposing and perilous cliffs, and thus it is not usually approached from the ocean. It is named for both its size, and the towering trees for which it is known. These trees, which can grow to be hundreds of feet tall, inspire awe in many a river traveler.

Beyond the river is the domain of the Aarcockra, and few others go there. The ground is wild and uneven, scarred by countless gullies and ravines, and myriad ferocious predators deter all but the most determined adventurers.

THE TEETH

A range of small, jagged mountains that line the northwest edge of the Maw. Rain is scarce on their barren eastern slopes. Making for a poor landing spot, they are yet another reason the Maw is avoided.

THE MAW

The Maw is a short, stubby protrusion on the Northeast corner of torluft, lined by mountains. A true desert, utterly harsh, hot, and inhospitable, the Maw is generally known as a land best avoided. Local legends say that deep within the Maw, the dunes themselves have hidden mouths that swallow the lost traveler or foolish adventurer whole.

OVERWOOD

The Overwood is a region of lush, rolling, forested hills between Mount Vanaki and the Great Divide. Although entirely without overarching government or infrastructure, the Overwood is home to many small settlements and villages, drawn by its more moderate temperatures and abundant natural resources.

CLOUDED TANGLE

The Clouded Tangle is a region of dense, tropical forest east of the overwood and charbrush plain. It varies widely in elevation, and much of its southernmost area, where it grows into the Great Divide, is near-constantly covered in dense fog, and in those regions mosses grow thick on the ground and trees.

CHARBRUSH PLAIN

The Charbrush Plain is a smallish prairie nestled in between the Overwood and the Clouded Tangle. The waves of red and orange caused by charbrush flowering in the late summer is a breathtaking sight, though few non-natives have ever seen it. Some human clans make their home here as do some gwyven, and tabaxi from the surrounding forests often come to trade.

EASTLE PLAINS

Eastle plains is a relatively small wide savannah similar in ecology to the Wide Plains, nestled above the Great Divide at its eastern end. Some cartographers consider Eastle Plains merely an orphaned segment of the Wide Plains, cut off by a swath of forest that grows along the wide Frog River.

Coastal access has given rise to a few fishing and port towns, including Copumblad, a popular stop for Southbound ships.

EASTWOOD

The Eastwood runs from where the Greatwood meets the sea to the Eastle Plains. Many portions of the eastwood consist nearly entirely of bamboo, lacking proper trees at all. Countless creeks wind towards the Ocean, and provide some relief from the sweltering heat. Most animals of the Eastwood are nocturnal, and only at night does the forest truly come alive. The din of insects fills the air, and strange animal calls echo between the trees.

THE GREAT DIVIDE

The Great Divide is a large mountain range in the middle of Torluft. The lower portion of the Divide runs horizontally across the continent, while the upper portion runs southeast from just below the Spirit Jungle and meets the lower range in the middle.

UPPER

The high peaks of these provide little respite from the sun for most of the day. Dry and barren, crossing here is almost harder than crossing farther south.

Compounding the issues a traveler is likely to face are swarms of goblin scouts that rove the mountains in search of food, and who are none too picky about what they eat.

LOWER

The southwestern portion of the Great Divide is relatively dry, and is the easier part to pass. The eastern portion of the Divide is known as the Howling Peaks, named for the unique sound the wind makes higher up. The canyons and crevices of the howling peaks are lush and wet, filled with countless dangers for the unwary traveler.

WHISPERING MIRE

This giant wetland stretches from just north of the Howling Peaks to over 100 miles south of them. The echoes of the deafening mountain winds can be heard even in their valleys, but down here they are less oppressive. Some of the valleys of the Howling Peaks are swampy, but many of them have better drainage, part of the cause for the extensive swamp to either side. The mires are home mainly to Lizardfolk and Tortles, though some claim to have encountered human settlements they describe as ‘unnerving’.

WITHERLANDS

The Witherlands is an arid grassland dotted with knobbly trees and nestled in between the upper and lower Great Divide. Life in the Witherlands revolves around water, and the area between rivers, streams, and watering holes is sparsely inhabited.

Despite the apparent inhospitality, the eroded formations and plateaus of red rock lend it a certain kind of beauty. Between the exposed rock, the ground is sandy soil or pure sand. Two major rivers run through the Witherlands, the Green River and Bored River.

LONELY PLAIN

Lusher than the Witherlands, but not by much, the Lonely Plain lies on Torluft's West Coast. Patches of savannah break up plains, and provide meager shade from the merciless sun. The Bored River originates in the upper Great Divide mountains and flows East into the Witherlands.

NORCHAR

The expansive empire of the sun elves blankets nearly all of southern Torluft. It is headed by the God Ging and the Sun Priests of Kinovae. Kinovae is venerated in every region, city, and household, and exclusively so. East Norchar is heavily forested in the South, and swampy in the North, but most of Norchar is open plains and savanna studded with small stands of trees. Several rivers cut across the land between the mountains, the coast, and Norchar's two huge central lakes. South of the eastern desert is mountainous, and the most populous part of Norchar.

Most cities are centered around a temple to Kinovae, though some older settlements aren't. Bright colors are everywhere, and reds, oranges, and yellows are especially common. The color black is seen as an ill omen, and is almost never used in decoration. If a darker color is used it is almost invariably a warm brown.

Norchar conducts little trade and has little contact with other places, due both to their remote location, and having everything they need within their borders.

WITCHWATER

The Witchwater is a confounding mixture of mire and lakes. Left alone by the elves, it is inhabited by human tribes and lizardfolk. It is said the humans of the Witchwater practice dark magic, and the legends combined with the unappealing geography ensure that few ever go there. The people of the Witchwater have little interaction with the outside world, and if they would like to change this, they have yet to show it.

EASTERN ISLES

The Eastern Isles are an archipelago north of the containing about a dozen larger islands and countless small ones. They lie north of the Married Islands and south of Tatsubar.

The area is somewhat infamous for pirates, who prey on the large volume of trade ships that sail along Torluft's east coast. A sailor should make sure they know into which port they're headed, lest they find themselves in a lawless place full of outcasts and cutthroats.

The more regulated ports provide an endless supply of work for bounty hunters and sellswords, and even the so-called 'free ports' can be extremely rewarding to those who know what they're doing. Stolen and smuggled goods, assassins, top tier mercenaries, and illicit jobs can all be found, if you know where to look.

MARRIED ISLANDS

The Married Islands are two large, long islands off the north coast of Norchar that mark the northeastern edge of the Crescent Sea. The shores of both islands rise into steep mountain slopes, from the top of which one can see the mainland. The two smaller isles off the coast of the smaller main island are often called the twins, and are considered to be the offspring of the Married Isles. Both the mountains and the shores of the islands are inhabited, primarily by humans and sun elves, though they are not part of Norchar. Some of the sun elves that live here worship other gods alongside Kinovae, and a rare few do not pray directly to Kinovae at all. While close in proximity to Norchar, the peoples of the

Married Islands trade more often with the dragonborn of Tatsubar, perhaps explaining the vast cultural differences.

The peoples of the Married Islands are said to be very relaxed in nature, and the islands themselves are thought of as a kind of paradise. The islands are generally thought to be free of monsters, though rumors of dark spirits have persisted over the centuries. Along with the humans and elves, The Married islands are home to a small community of tortles, though they are not as numerous here as they are farther north.

SUNSET ISLANDS

The sunset islands are a small chain of five islands off the northwest coast of Torluft. A sixth island from farther south, near the edge of the Lonesome Sea, is sometimes grouped in with them. They are home mainly to loxodon fisherfolk, but are well known as a haven for those looking to start a new life. The sixth island is instead home to savage human tribes, and is one of the reasons the Lonesome Sea is avoided.

GENERAL INFO

MAGIC LEVEL

I would describe the magic level of the setting as medium level magic. Flying cities and such aren't really common (though I won't say there hasn't ever been one), but magical marvels and enchanted forests exist.

Additionally, magic isn't something every household has access to, but most villages will have at least one mage, and being a village mage is as normal a job as being a farmer. (Though village mages are perhaps a bit more mysterious).

ATTITUDE TOWARDS MAGIC

Magic is mostly well tolerated, but there are some exceptions. Necromancy is not taboo, though seen as a little strange. At worst it is seen as weird and unnerving, but not immoral. This is not to say that it is okay to go around turning people's dead relatives into zombies; the normal customs around respecting the dead still apply.

Bringing back a foe on the battlefield or raising a skeleton in an ancient crypt would both be considered generally acceptable, especially the first one. Many people are still unnerved by or downright terrified of the undead and would not take kindly to someone leading them into town, but wouldn't be upset by the knowledge that someone practices necromancy.

On the other hand, many forms of enchantment are seen as taboo, especially those that would cause someone to act in a way that they otherwise wouldn't. Exactly how heinous a particular magic is seen depends on the strength of the magic and who you're asking. Some might not take too much offense at *charm person* being used to snag a free cookie, but almost no one would accept the use of *dominate person*.

Some cultures, particularly orcs and leonin, have harsher views on specific types of magic. Leonin tend to look down on anything that isn't martial power, and so while most magic is tolerated, it is seen as less noble than fighting prowess, and mages are of low status. Despite this, many leonin tribes' survival relies on their mage's magic.

Orcs have no issue with magic in general, thinking it as worthy as any other pursuit. However, being able to show one's power (and thus honor and status) is very important in orcish culture, and magic that would rob opponents of this chance is seen as vile. This would include spells that would disable an opponent such as *hold person* or using magical forms of deceit. (Deceit in general is considered extremely dishonorable). As such using *invisibility* to sneak into someone's dwelling and steal from them would be taboo, but challenging them to a fight, and using the same spell to gain an upper hand in said fight would be perfectly acceptable. (Assuming the spellcaster won the fight, they would then be free to take whatever it was they had wanted from their opponent's dwelling).

BEYOND THE TWIN CONTINENTS

The twin continents are but one are of the regions of the world, and many realms exist beyond the sea. However not much is known about these lands beyond sailor's tails, and such stories have little bearing on our (not so) little school. There are thought to be lands to both the East and West of the twin continents, though it has been long beyond memory since people traveled to or from them in any great number.